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XBOX

TONY HAWK'S UNDERGROUND 2



NEVERSOFT

ACTIVISION

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

About Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

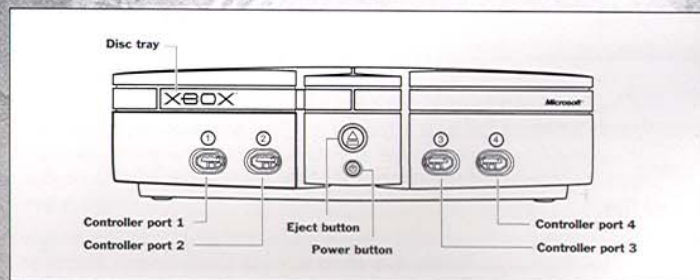
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GETTING STARTED

USING THE XBOX® VIDEO GAME SYSTEM



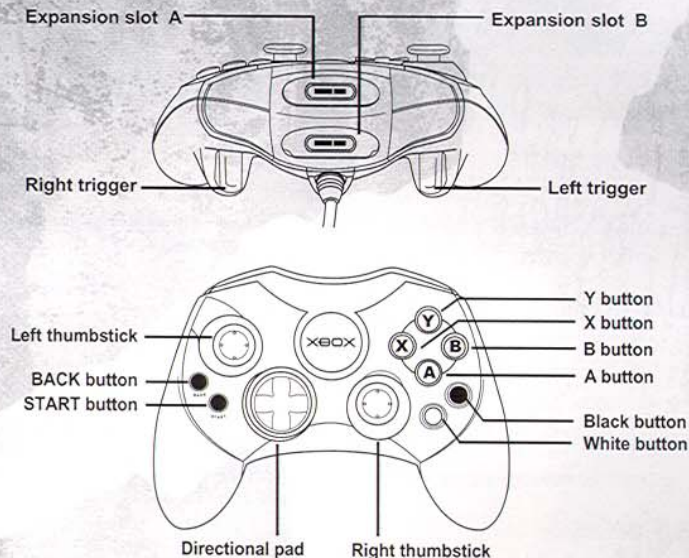
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the Power button and the status indicator light will light up.
3. Press the **Eject** button and the disc tray will open.
4. Place the *Tony Hawk's Underground 2* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Tony Hawk's Underground 2*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Tony Hawk's Underground 2*.

CONTROLLING THE SKATER

BASIC CONTROLS

CROUCHING

To crouch, press and hold the **A** button. Crouching while skating around makes the skater go faster.

OLLIE (OR JUMP)

To ollie (or jump), press and release the **A** button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

GRAB TRICKS

To perform a grab trick, you must first be in the air. Once in the air, press the **B** button in combination with one of the directional buttons. Each direction on the directional buttons performs a different grab trick. The longer you hold the **B** button down during a grab trick, the longer you'll "tweak" that grab trick.

The score for the trick increases over the length of the grab.

FLIP TRICKS

To perform a flip trick, you must first be in the air. Once in the air, press the **X** button in combination with one of the directional buttons. Each direction on the directional pad performs a different flip trick.

GRIND TRICKS

To perform a grind trick, you must be near a rail or a grindable surface.

First ollie (press and release the **A** button), and then press the **Y** button when near the rail/grindable surface to perform a grind trick.

- **50-50** = When parallel to a rail, press and hold the **Y** button.
- **Nosegrind** = Press **↑** on the D-pad and the **Y** button.
- **5-0** = Press **↓** on the D-pad and the **Y** button.
- **Boardslide/Lipslide** = Rotate the board perpendicular to a rail and press the **Y** button.
- **Noseslide/Tailslide** = Press **←** or **→** on the D-pad and the **Y** button. Rotate the part of the board you want to slide on into a rail.

- **Smith/Feeble** = Press **↖** or **↗** on the D-pad and the **Y** button.
- **Crooked/Overcrook** = Press **↘** or **↙** on the D-pad and the **Y** button.

LIP TRICKS

To perform a lip trick, skate straight up a ramp or quarterpipe and press the **Y** button with a directional button at the lip (or top edge) of the ramp. Press **←** and **→** on the D-pad to balance.

MANUALS

To perform a manual, quickly press **↑** then **↓** on the D-pad. You can also nose manual by quickly pressing **↓** then **↑** on the D-pad. Press **↑** and **↓** on the D-pad during a manual to balance.

REVERTS

To revert when landing back onto a ramp, pull the **right trigger** or **left trigger** when you hit the ramp surface coming out of an aerial maneuver.

NO COMPLY

To perform a no comply, quickly tap **↑** on the D-pad just before tapping or releasing the **A** button.

BONELESS/FASTPLANTS/BEANPLANTS

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap **↑↑** on the D-pad and release the **A** button. These tricks allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

PRESSURE FLIPS

Pull and hold the **left trigger** to move your feet into pressure flip position. Press the **A** button to jump and the **X** button plus either **↑**, **↓**, **←** or **→** on the D-pad to execute a pressure flip.

NOLLIE

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, first pull the **left trigger** once to get into position, then press the **A** button. Nollie flip tricks follow from nollie stance. You can also toggle between regular, pressure and nollie positions by pulling the **left trigger** while grinding or in a manual.

Note: Pressure and nollie tricks give you more scoring options.

SWITCH STANCE

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, pull the **right trigger**. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

WALLRIDES

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the **Y** button. Press the **A** button to wallie. Press **↑** on the D-pad and the **A** button to wallplant. To do a vert wallplant, launch off a quarterpipe and press the **A** button on the way up.

STICKER SLAP

Jump straight into a wall and press the **A** button to plant your foot on the wall and kick off in the opposite direction.

WALLPUSH

Skate or manual straight into a wall and hold the **Y** button to push off the wall.

SPINE TRANSFERS

To transfer over a spine (two quarterpipe ramps placed back-to-back), pull the **right** and **left triggers** at the same time when launching off of one side of the spine.

SKITCHING

To skitch (get pulled behind a vehicle), press **↑** on the D-pad when directly behind a vehicle. Press **←** and **→** on the D-pad during a skitch to balance the skater.

FLATLAND TRICKS

All flatland tricks stem from the manual **↑↓** or **↓↑**. Once in a manual, tapping twice on the **B** button, **Y** button, **X** button or any combination of those buttons will produce a variety of flatland tricks. You must balance during the string of flatland combos using **↑** and **↓** on the D-pad.

DOUBLE-TAP FLIPS AND GRABS

Press any direction on the directional buttons and double-tap the Flip or Grab button twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than the base tricks.

GRIND/LIP BRANCHING

In the middle of a grind or lip trick, tap twice on the **B** button, **Y** button, **X** button or any combination to change your trick.

FLIPS/ROLLS

When performing a Flip or Grab trick, you can customize your move in mid-air by using the directional pad. While holding the **B** or **X** buttons in the air, double tap down to do a backflip, double tap up to do a front flip and double tap left or right to do a frontside or backside roll (depending on which way your body is facing).

POWERSLIDE

Press **↓↓** on the D-pad then pull the **right trigger** to do a quick 180°.

ACID DROPS

Pull the **right** and **left triggers** at the same time while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the *Walking* section on the next page.)

FOCUS MODE

When your special meter is filled, press the **White** button to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in focus mode. Focus Mode is limited in two ways:

1. You can only use it for 15 seconds at a time.
2. You may not execute Focus Mode in the same combo more than 3 times.

PROJECTILES

As you skate around, you may find projectiles (like apples, for example). Press the **B** button to pick them up and the **X** button to throw. Find a pedestrian and try to nail 'em.

TANTRUMS

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by tapping the **Y** button as fast as you can, releasing your frustrations in a tantrum. If you throw a tantrum, you'll also earn a small Freak Out bonus score that you can use to start your next combo. The higher your meter, the crazier your tantrum will be and the bigger your Freak Out bonus. It pays to go nuts!

WALKING AND CLIMBING

WALKING

In *Tony Hawk's Underground 2* you can get off your skateboard and walk or run. To switch from skating to walking, press the **Black** button. While in Walk Mode, use the directional pad to control your skater. By pressing and holding the **A** button, your skater will run instead of walk.

Note: Using the left thumbstick to control your skater while in Walk Mode makes the skater run, not walk, whether or not you're holding the **A** button down.

CLIMBING/HANGING

To climb and/or hang, you must first be in Walk Mode; then jump (using the **A** button) near a wall or hanging wire and pull the **right trigger** to grab the ledge. While hanging, press **←** and **→** on the D-pad to move your position and press **↑** on the D-pad to climb up onto the ledge surface. You can also jump into a wall and press the **A** button to do a wall jump.

Note: Not all ledges allow climbing or hanging.

TAGGING

Walk over to a wall and lay down your very own graffiti tag by pressing the **Y** button while you're facing a flat surface. You can also use the new Create-A-Graphic mode (see page 17) to customize your tag and make it your own.

CONTROL TIPS

- When you bail, tap the controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.

- Special tricks have high point values. Expand your special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.
- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Pull the **left** or **right trigger** to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Underground 2*, your Special Meter (the meter in the top left of the screen) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot.

The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with 4 special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. Special tricks are performed using multiple direction presses on the directional pad with the corresponding face button. Try playing through Story Mode to earn more special tricks.



CAMERA CONTROL

You can use the right thumbstick to move the camera and check out what's around you when you're skating. If you find an angle you like, click the **right thumbstick** and lock the camera into place. Clicking the **right thumbstick** again releases the camera back to the default position. Alternately, press the **BACK** button to switch between different camera positions. Continue pressing the **BACK** button to return to the default camera position. When walking, pull the **left trigger** to re-center the camera behind the skater.

THE MAIN MENU

The Main Menu of *Tony Hawk's Underground 2* allows you to select from all the different game modes. Press **↑** or **↓** on the D-pad to rotate the wheel to the desired menu option. Press the **A** button to select the highlighted menu option.



STORY MODE

Ripped from the streets of your hometown, Tony Hawk takes you on an unprecedented around-the-globe skating blitzkrieg called *The World Destruction Tour*. It's half competition, half all-out monster party for hardcore skating veterans and up-and-coming pros like you. This one-of-a-kind underground competition pits Tony's team against Bam Margera's team in a skating fiesta that leaves a worldwide wake of chaos from the hundreds of insane and ridiculous stunts and challenges that await you!

CLASSIC MODE

Ready to go old school? Complete all the old favorite goals like SKATE letters, high scores and more in the *Tony Hawk's Underground 2* levels, plus 6 other re-released levels with 10 new goals per level and a 2-minute time limit. The branching level progression allows you to decide where you want to go next.

HIGH SCORE/FREE SKATE

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The Boston level is open for skating from the beginning. To earn access to and choose alternate levels, you must play through either Story Mode or Classic Mode.

2-PLAYER

When you and a friend are ready to go head-to-head, this mode offers many different 2-player games.

Note: To select 2-Player Mode from the Main Menu, two controllers must be plugged into the Xbox console.

CREATE-A-MODES

CREATE-A-SKATER

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own character to skate within any mode of *Tony Hawk's Underground 2*.

CREATE-A-PARK

Create the skate park or skate city of your dreams! Specify the size and name of your park and start building. You can choose from a variety of pieces and then add your own challenges to the level (also see Create-A-Goal on page 23).

CREATE-A-GRAPHIC

Want to really leave your mark? Make your own unique graffiti design by layering and customizing tons of images and then use it to tag up the levels. You can also place your created graphic on your Create-A-Skater, applicable clothing items and even your skateboard deck.

CREATE-A-GOAL

Choose a level and start creating goals you can trade with friends. Pick from Skate, Combo, High Score and many other types of goals!

CREATE-A-TRICK

Not satisfied with the tricks we put in the game? Design your own! Create tricks to show off—or even trade tricks with your friends.

GAME OPTIONS

This is your one-stop shop for setting your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes or watch movies.

STORY MODE



skating blitzkrieg where you'll rack up points for your team through serious hard-core skating and ridiculous stunts. It's Tony's team versus Bam's team in an underground skating competition. Two teams, international cities and hundreds of funny and insane challenges await.

THE STORY

You're an up-and-coming pro with serious skills when skating legend Tony Hawk invites you to join his team of skaters in an unprecedented, around-the-world competition—an all-out

GOALS AND THE VIEW GOALS MENU

A list of goals to complete is presented as you enter each location. Skate around the level and investigate to trigger these goals, or go to View Goals in the Pause Menu to get hints. As you skate, look around the level for your teammate, who has his own set of objectives to complete. Once you find him, press the **B** button to switch to that character and unlock his goals. You'll have to seek out and find your teammate as well as a guest and a secret skater to unlock all the possible goals for that location. Once goals have been unlocked, you can complete them by playing as yourself or as one of the other characters. Good luck!

MULTIPLAYER MODES

2-PLAYER

Hook up two controllers and you can play against a friend in split-screen action.

MULTIPLAYER GAMES

TRICK ATTACK

The player with the highest score at the end of the time limit wins!

SCORE CHALLENGE

Similar to trick attack, except the match ends when the first skater reaches the target score.

COMBO MAMBO

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

SLAP!

This one's easy to explain: The player who slaps the most wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slapping the other skaters around!



KING OF THE HILL

There's a crown out there somewhere and the first player to find it becomes King. While you're King, you'll have a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

GRAFFITI

The player with the most "tagged" objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

FIREFIGHT

Suspend disbelief for a moment...You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with **↑** on the D-pad and the **X** button or **↓** on the D-pad and the **X** button. You can keep tapping the **X** button for double, triple and even quadruple fireballs!

SCAVENGER HUNT

New to *Tony Hawk's Underground 2*! Each player places 5 coins throughout the level. Be the first one to pick up all the coins, including your own 5, or at least be the one to pick up the most coins before the time limit runs out, and you win!

H.O.R.S.E.

The old classic H.O.R.S.E. (or the word of your choice—behave!) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat!

FREE SKATE

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

SAVING AND LOADING

To save a game, you'll need at least 9 blocks of free space available on your Xbox hard disk. To load a previously saved game, select **Load Game** from the Options Menu.



- The Story/Skater file requires 9 blocks. This file contains both your skater and his or her progress through Story Mode as well as any unlockables you may have earned.
- The Park file requires 6 blocks. The park file contains the layout of the park and any custom goals you've put in it.
- The Tricks file requires 6 blocks and contains a single trick that can be traded with friends.
- The Goals file requires 10 blocks and contains all the custom goals you've created for the levels. Create up to 10 goals in each level—a Goals file can store up to 120 individual goals.
- The Graphic file requires 5 blocks depending on the complexity of your image.

CREATE-A-SKATER

Note: Activision Customer Support cannot troubleshoot user-made skaters.

In *Tony Hawk's Underground 2*, you can create nearly any kind of skater. Create your own skater—then get in the game to show off your look!

Note: You cannot change or customize certain items with other items.



CREATE OPTIONS

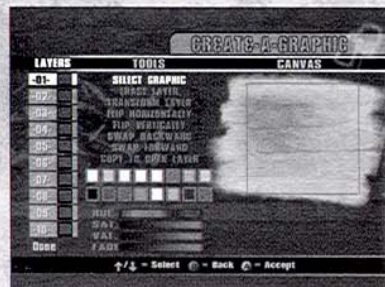
From the Main Menu, select **Create-A-Modes** then **Create-A-Skater**. You can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

PIECE CATEGORIES

The available Piece Categories when creating a new skater or editing your current skater are:

- **Information** = Name, Hometown, Age, Sex, Voice, Stance, Push, Tricks
- **Head Options** = Skin color, Face type, Eyes, Hair style, Hair color, Facial hair, Facial hair color, Hat style, Hat color, Hat logo, Glasses, Glasses color
- **Torso Options** = Shirt style, Shirt main color, Shirt second color, Front logo, Adjust front logo, Back logo, Adjust back logo, Backpack, Backpack color, Accessories, Accessories color
- **Leg Options** = Pants, Pants color, Socks, Socks color, Shoes, Shoe color
- **Tattoo Options** = Head tattoo, Chest tattoo, Back tattoo, Left Sleeve tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Sleeve tattoo, Right Bicep tattoo, Right Forearm tattoo
- **Scale Options** = Body, Head top, Head, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- **Deck Options** = Deck graphic, Grip tape, Wheel color

- **Sticker Options** = Choose from a list of graphics and logos to designate your sticker of choice
- **Pad Options** = Elbow pads, Elbow pad color, Kneepads, Kneepad color



CREATE-A-GRAPHIC

Put your creativity to the test! Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even on your skater clothes!

OPTIONS

From the Main Menu, select **Create-A-Modes** then **Create-A-Graphic**. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics that you can use or customize and make your own.

Once you've entered the editor, there are 10 layers for you to choose from. Pick a layer and then hit **Select Graphic** to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **B** button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Modify Graphic/Text** – Go ahead and change your mind. This allows you to go back and pick a new graphic for that layer.
- **Erase Layer** – Wipe that layer clean and start over.
- **Transform Layer** – Move the right thumbstick side to side to rotate the layer. Move the right thumbstick up or down to scale the layer and make it larger or smaller. The D-pad moves the layer within the canvas.
- **Flip Horizontally** – Flip the layer left to right to see its mirror image.

- **Flip Vertically** – Flip the layer top to bottom to see its mirror image.
- **Swap Backwards** – When you have more than one layer, you can move the selected layer behind the other layers to get the desired visual effect.
- **Swap Forward** – Move the selected layer in front of each of the other layers to bring it to the front of the graphic.
- **Copy to Open Layer** – Create a new layer by making a copy of your current layer.
- **Color Palette** – Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also use the Hue, Saturation, Value and Fade sliders below to customize your color selections.

When you're satisfied with each layer, press the **B** button to return to the list of layers on the left. Use up to 10 layers to create your own masterpiece! When you're satisfied with your graphic, select **Done** at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can save your graphic and use it in-game!

CREATE-A-PARK



Tony Hawk's Underground 2 has one of the most advanced level editors created, allowing you to design your own level and place different kinds of created goals within the level.

Note: Activision Customer Support cannot troubleshoot user-made editor parks.

BASIC CONTROLS

The currently selected piece acts as your "cursor" as you use the left thumbstick to move the piece around your park. The **B** button rotates the piece and the **A** button places it down. The **Y** button erases any pieces intersecting with the current piece.

CHANGING PIECES

Use the directional buttons to select pieces. The **↑** and **↓** on the D-pad allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, **←** and **→** on the D-pad scrolls through the pieces available in that category. The name of the selected piece is listed above the piece.

RAISING AND LOWERING GROUND

Pull the **left** or **right trigger** to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the Cruise Ship Pool in the Pools category. Then pull the **left** or **right trigger** to raise and lower large sections of your park at once.

TOOLS AND THE CLIPBOARD

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the directional pad to select the Tools category and find the Area Selection cursor. Place the cursor at the desired area. Press the **A** button to start the selection, use the left thumbstick to make your selection (shaded in orange) and then press the **A** button to complete your selection. The selection menu will appear:

Continue – Go back to the park editor.

Copy – Make a copy of the selected area that's stored in the Clipboard category for later use.

Note: If your park is low on memory, you may not be allowed to copy large sections.

Cut – Remove the selected area and store it in the Clipboard for use in a different area.

Delete Pieces – Clear the selected area.

After making a selection and using the Copy or Cut function, use the directional pad to select the Clipboard category. Scroll left or right to view all your saved selections. You can then move the saved item around the park and use the **A** button to place it.

THE GAP TOOL

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long kinked rail or even manualing across a particularly tough table.

CREATING GAPS

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a “gap poly” attached to it. The gap poly looks like a gray, wireframe “wall” attached to the piece. To achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing. Put the Gap Tool over a piece with a gap attached to it to modify that piece’s gap poly. The **B** button rotates the gap poly to a different side of the piece. The **left** and **right triggers** modify the dimensions of the currently selected gap. Press the **A** button to access that gap’s Gap menu.

GAP MENU OPTIONS

- **Name Gap** – The text that appears on-screen when the player gets the gap
- **Set Gap Score** – How many points the gap is worth
- **Set Gap Type** – You can restrict how a gap can be achieved by setting one of these options. This is useful for setting up advanced created gap goals.

You can establish gaps, for example, that the player can only get when grinding.

Tip: You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing the **A** button.

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing the **Y** button. This will remove both sides of the gap.

Note: Gaps cannot be attached directly to rails created with the Rail Tool. Instead, they should be attached to pieces underneath the rails.

THE RAIL TOOL

The freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to “draw” rails any way you like. When you first highlight the Rail Tool, you’ll be in Free Movement Mode. Use the left thumbstick to move the cursor around your park. Use the **left** and **right triggers** to raise and lower the cursor. The **Black** and **White** buttons and the right thumbstick control the camera. Pressing the **X** button will “snap” the rail cursor to the nearest existing rail or to the nearest point on an object. Press the **A** button to put down a post and start making a rail. As you move the cursor around, you’ll see a rail link connecting your initial point to the cursor. Keep pressing the **A** button to put down rail links. Press the **Y** button when you’re finished with a rail and the cursor will return to free movement.

EDITING EXISTING RAILS

The freeform rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press the **Y** button to delete the blinking sections. Press the **B** button to “grab” the nearest rail point. Once grabbed, the rail point can be dragged in any direction, raised or lowered. Press the **A** button to place the rail in the new position and return to free movement.

Note: You can only grind around corners that are 45° or less. As you make rails, links that CANNOT be continuously skated will appear as red. A green link indicates that the rail transition will work.

OTHER CONTROLS

Press the **START** button to bring up the Park Editor Menu. The **Black** and **White** buttons zoom the camera in and out.

THE CREATE-A-PARK MENU

While building, press the **START** button to access the Park Editor Menu.

- **Continue** – Continue where you left off in the park editor.
- **Test Play** – Land in your created park with the last character you played the game with to test your creation.
- **Create-A-Goal** – See page 23.
- **Switch Theme** – There are 5 themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.

- **Resize Park** – Adjust the size of your park. You can manipulate each side of your park independently.
- **Nuke Park** – This will clear the park so that you can start over... if you must!
- **Save Park** – Save your park to your Xbox hard disk. The name you save under will become the name of your park.
- **Load Park** – Load a previously created park from your Xbox hard disk.
- **Load Premade Park** – Allows you to load a pre-built park included with *Tony Hawk's Underground 2*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- **Quit** – Takes you back to the Main Menu.

OTHER IMPORTANT PIECES

RESTART POINTS

- **Player 1 Start** – The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point per player can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 start point. The 2 start point works the same way: it marks where the second player starts in a multiplayer game.
- **Horse Start** – These mark the starting positions in a H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. start points can be placed in a level.
- **Crown Start** – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to 6 crowns in your level.

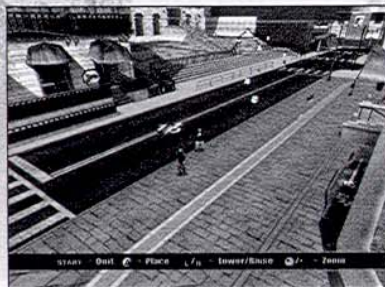
THE MEMORY METER

As you add pieces, rails and goals to your level, the memory meter at the bottom of the screen fills up. When the entire meter is red, you can no longer add anything to your park.

Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.

CREATE-A-GOAL

Ready to design your own game? You can take one of the parks you've created yourself or one of the levels in the game and make your own goals and challenges. Trick spots, sick lines, combo goals—all it takes is a little time and a whole lot of creativity.



From the Main Menu, select the **Create-A-Modes** option and then **Create-A-Goal**. If you want to play someone else's goals, select **Load Goals** and load them up. When you get to the Level Select Menu, you'll see a set of numbers below each level's name—the number on the far right is the maximum number of goals that can be created per level. The number preceding it is the number of goals that you've created for that level. Select a level and you'll enter it in free skate mode. Skate up to a pedestrian to initiate a goal, or pause and select **View Goals** to jump to a particular goal.

CREATING YOUR OWN GOALS

You also use this mode if you want to make your own goals. To make a goal in a level, press the **START** button and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later, you'll also be able to access your other created goals for this level on this screen.

Note: For created parks, you must access this option from within the Park Editor Options Menu.

CONTROLS

Whenever you create a new goal, the first 2 steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal. Use the left thumbstick to move the pedestrian or cursor around the level. The right thumbstick moves the camera so you can more accurately place item in the level. The **left** and **right triggers** raise or lower an item. The **Black** and **White** buttons zoom in and out. Press the **A** button to place the item in the level. Next, select from the following list of goal types:

- **SKATE Letters** – The player must collect all 5 letters in the allotted time to win. Place the goal pedestrian (person who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters **S-K-A-T-E** around the level at your desired locations. Players can collect SKATE letters while skating, walking or driving one of *Tony Hawk's Underground 2*'s many vehicles.
- **COMBO Letters** – Place the goal pedestrian, player start point and the letters **C-O-M-B-O** around the level at your desired locations. The player will be required to collect all letters in a single combo.
- **High Score** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.
- **High Combo** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.
- **Skate-Tricks** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right-hand side of the screen and the player must complete them before the screen fills up.
- **Combo Skate-Tricks** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. Combo Skate Tricks are the same as Skate Tricks, only the player must do combinations of tricks to clear each block.
- **Tricktris** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. Tricktris is like Skate Tricks, only the tricks appear in preset blocks.
- **Trick to the Beat** – Select the type of tricks that the player must complete to the rhythm they hear in-game.
- **Checkpoint/Race** – Place cones around the level to create a race. Choose how the participants will compete in the race (i.e., skate, walk, etc.) and then let them loose!

- **Gap** – Place the goal pedestrian and player start point, and then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in *Tony Hawk's Underground 2*. A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex trick spots (e.g., “Do a 900° across this channel”) to crazy vehicle jumps.



THE EDIT GOAL MENU

After placing objects needed for your goal, you'll be taken to the Edit Goal Menu. You can also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing the **A** button. All the editable options for a given goal appear on this menu. Some of the options:

- **Edit Positions** – This option allows you to reposition the objects you placed when originally creating this goal. You'll need to replace them all.
- **Set Time Limit** – Set the number of seconds a player has to complete this goal. The default is 120 (2 minutes).
- **Set Score** – For score-based goals, set the number of points required.
- **Name Goal** – Type in the name of the goal as you'd like it to appear in the View Goals Menu.
- **Name Ped** – Give the pedestrian who gives out the goal a unique name.
- **Set Goal Text** – Type the description of the goal that the pedestrian will “say” to the player when he or she talks to the goal pedestrian.
- **Edit Win Message** – Type a message that your pedestrian will “say” when a player beats your goal.
- **Delete Goal** – Eliminate this goal.

- **Test Goal (regular levels only)** – Select this option to get dropped into the game and automatically start the current goal.

Note: This option does not appear when making goals in Create-A-Park. To test goals in Create-A-Park Mode, return to the Create-A-Park Pause Menu and select **Test Play**.

- **Control** – Determine how the player starts out when they try this goal. You can always choose between skating and walking.
- **Pick Gaps (Gap Goals only)** – Select the gaps that the player needs to skate in this goal—and don't forget to tell them which ones you chose in your goal text!
- **Note:** You can only choose gaps you've created yourself or already found in the levels.
- **Required Trick (Gaps only)** – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string that appears at the bottom of the screen when the trick is pulled in the game, or your gap goal may not work.
- **Edit Skate-Tricks/Tricktris** – A whole variety.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Save your work to your Xbox hard disk. A Goals file can contain up to 120 goals, with up to 10 in any single level.

Note: Goals created in Create-A-Park are saved with the park.

Load Goals – Load a new goal file.

Note: After loading a goal file, you won't see any goals if there are none for the particular level you're in. To see what levels contain goals, go to the Level Select screen.

A final note on goals: To learn how to create interesting goals, go into Create-A-Park and load some of the pre-made parks with goals you like. You can edit the goals to see how they're put together.

TRICKS

EDIT TRICKS

Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skate shop or skating in the game, you can always edit your tricks. Swap tricks until you find a perfect set to your liking.

To change a trick assignment, select the trick category you want to edit: grab tricks, flip tricks, lip tricks and special tricks. Select the trick you want to assign to a trick slot, then select the button combination you want to assign to that trick.

SPECIAL TRICKS

Special tricks always require at least 3 button presses. All skaters start out with only 4 special trick slots, but as you complete goals in Story Mode, you can earn up to 7 more slots.

CREATE-A-TRICK

Combine animations to make your own custom tricks! Select **Create-A-Trick** from the Main Menu to start making a trick in the Boston level. Once in the game—or in Story Mode or Free Skate Mode—you can always create new tricks by selecting **Create-A-Trick** from the Pause Menu.

CREATE-A-TRICK MENU

If this is your first time, choose **Create New Trick** to enter the trick lab. Or, choose from a variety of premade tricks to see how they were created.

In either case, you'll next be presented with the main "timeline interface." In the upper right, you'll see your skater and across the bottom, a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and continues through to the end of the last component you've placed.

Start by pressing the **A** button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, the duration of the animation and other trick-specific details. When navigating the timeline, use **←** and **→** on the D-pad to move each specific component to a different portion of the

timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the **A** button to modify options associated with that component.

Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively “chop off” the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to **Yes** if you want the player to hold or “tweak” this grab by holding either the **B** or **X** button during the trick. You are limited to 1 holdable grab per created trick.

Backwards (some tricks only) – Set this to **On** if you want the trick animation to play backwards instead of forwards.

Points – The length and complexity of your created trick determines the score of the trick.

Rotation – Use the **Black** button to toggle player-controlled rotation **On** or **Off** for the duration of the trick. Turning rotation **Off** means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate. When you're finished adding and modifying components and you want to test the trick, press the **B** button to return to the Create-A-Trick Menu.

Back To Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to **←** on the D-pad plus the **X** button to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your Xbox hard disk.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time, you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to your Xbox hard disk. Additional tricks can also be saved individually to your Xbox hard disk. See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

GAME OPTIONS

Save Game/Load Game – Please refer to the Saving and Loading section on page 15.

Game Settings – Allows you to set up controllers, sound option, screen mode, etc.

• **Control Setup** – Allows customization of control settings:

- **Vibration** – Turn vibration **On** or **Off** (always defaults to **On**).
- **Autokick** – Select **On** for automatic acceleration of your skater. Select **Off** for manual acceleration. If turned **Off**, use the **X** button to kick (always defaults to **On**).
- **180° Spin Taps** – Selecting **On** changes the way the **right** and **left triggers** work while playing. When Spin Taps are active, you only need to pull the **right** and **left triggers** to rotate your skater in fixed 180° increments (always defaults to **Off**).

• **Sound Options** – Allows customization of sound settings:

- **Songs** – Toggle the soundtrack to play Random or In Order.
- **Skip Track** – Skip the current track.
- **Playlist** – Displays all music tracks. You decide which tracks you want to hear.
- **Music Level** – Adjust the volume of the music tracks.
- **Sound Level** – Adjust the volume of the game sound effects.

- **Special Sounds** – Turn the sound effect for completion of a Special Trick **On** or **Off**.
- **Music Zones** – Some music only plays based on your character's location within a level. Turn these special location-based music sounds **On** or **Off**.
- **Blood** – Turn the blood effects **On** or **Off** (always defaults to **On**).

Game Progress – See how far you've come... and how far you have to go! Get an update on how many points you have in Story Mode or how many goals you've completed in Classic Mode. You can also check your status on gaps.

High Scores – View the highest scores in the game on this screen. Toggle left and right to see all the levels. Each level has 5 Best High Scores and 5 Best Combos as well as Longest Grind, Longest Manual, Longest Lip and Longest Combo for each level.

Cheat Codes – Enter secret codes from magazines and online fan sites. Go ahead and cheat... we gave you the option to do so!

Movies – View all game movies. Some movies need to be unlocked by playing through Story Mode.

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Element
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Etnies
Girl
Globe
Hawk Clothing
Hawk Shoes
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"No Jumper Cables (DJ paWL Remix)"

Performed by Aesop Rock
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From the Definitive Jux full
length Bazooka Tooth.
www.definitivejux.net

"Trying To Find A Balance"

Performed by Atmosphere
Written by Slug and Ant
Published by Upside Down
Heart 50% /
Turn That Snare Down
50%
Courtesy of Rhymesayers
Ent./Epitaph

"Top Billin'"

Performed by Audio Two
Written by Kirk Robinson
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"Punks Jump Up To Get Beat Down"

Performed by Brand Nubian
By Rudolph Isley, Ronald
Isley, O'Kelly Isley Jr.,
Lorenzo De Chalus and
Derek Murphy
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"Cheesecake"

Written by Camaros
(Torben Jolma,
Christian Sandaker,
Karianne Stenbock)
From the album
"Romantique" - Black
Balloon Records 2002
Produced and mixed
by Sven Olsen
Recorded at
Athletic Sound Studios,
Halden, Norway.
P & C 2002
Black Balloon Records

"Ring of Fire"

Performed by Johnny Cash
Courtesy of
Columbia Records
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Written by June Carter
and Merle Kilgore
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"Unknown Soldier"

Performed by The Casualties
Written by The Casualties
Song appears courtesy of
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www.thecasualties.net
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"Drums of Fire"

Performed by Cut Chemist
Written by Lucas MacFadden
Courtesy of Stable Sound

"Awesome R****"

Performed by Das Oath
Published by Das Oath
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"Sonic Reducer"

Performed by Dead Boys
Written by Cheetah Crome,
Stiv Bator, Johnny Blitz,
Jeff Magnum, David Thomas,
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"Sin City"

Performed by
Dead End Road
Written by Jimmy Ingram,
Russell D'Amato, Rob Davey
and Ralph D'Amato
Featuring Steph Maffei of
Have Another Monkey
on Lead
Recorded at
Sound Matrix Studios,
Fountain Valley, CA
www.deadendroad.net

"Beat Your Heart Out"

Performed by The Distillers
Written by Brody Armstrong
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"Liberate"

Performed by Disturbed
(Dan Donegan,
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Kmak, Mike Wengren)
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"Certified"

Performed by Diverse
Written by Jon Krohn,
Kenny Jenkins
Courtesy of
Chocolate Industries
Published by RJ22

"Whirlwind Pyramid"

Performed by The D.O.C.
Written by Tracy Curry
Published by
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Published by
The Doors Music Company

"Here I Am"

Performed by The Explosion
Written by David Walsh
(Bostondazmusic), Damian
Genuardi (Contra Contra),
Matt Hock (Radicle X),
Sam Cave (Blue Alarm),
Andrew Black (Born In May)
From the album Black Tape
Courtesy of Virgin Records
and Tarantulas
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"Mid Life Crisis"

Performed by Faith No More
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"I Love Livin' In the City"

Performed by Fear
Written and published by
Lee Ving
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Georg Ruthenburg
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Written by Grand Puba,
El De Barge,
Randy De Barge
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"Holy Calamity (Bear Witness II)"

Performed by Handsome Boy
Modeling School
Written by Josh Davis,
Paul Huston, Dan Nakamura
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Courtesy of Sanctuary
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Panic Movement
http://www.thehiss.com

"Pain"

Performed by
Jimmy Eat World
Written by James Adkins,
Thomas J. Linton,
Richard Burch
and Zachary Lind
Courtesy of
Universal Music Enterprises
Published by DreamWorks
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Performed by Joy Division
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"Grind On"

Performed by Kool Savas
& Melbeatz
Produced by Melbeatz
Written by S.Yurderi
(Premium Blend Music
Productions GmbH /
BMG UFA)
Music by Melbeatz
(Edition Optik/Sony/ATV)
Kool Savas & Melbeatz
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"Black Label"

Performed by Lamb of God
Courtesy of
Prosthetic Records
Published by Sony/ATV
Songs LLC

"That's Why They Call It A Union"

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Less Than Jake
Written by Chris, Roger,
Vinnie, Buddy and JR
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"Night Prowler"

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The Living Legends
Courtesy of Legendary Music
Published by
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(Roger Osbourne)
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Death Music (ASCAP)
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and the Rats
Written by Mike Vallely,
Jason Hampton
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"No W"

Performed by Ministry
Written by Allen Jourgensen
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"So It Goes"

Performed by Nebula
Written by Nebula
(Ruben Romano,
Eddie Glass)
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Nebula appears courtesy of
Liquor and Poker Music.

"Interested In Madness"

Performed by Operatic
Written by Jesse Fritsch

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Performed by The Ramones
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Performed by Rancid
Written by Tim Armstrong
and Lars Frederiksen
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You're A Rattlesnake
www.rancidrancid.com

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Frusciante and Smith
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Performed by
Pete Rock & CL Smooth
Written by Peter O. Phillips,
Parker Lawrence,
William Griffin, Eric Barrier,
Carlton Ridenhour,
Hank Shocklee,
Joseph Ward, Simons Darryl,
Matthews McDaniels,
Marcel Theo Hall
& Marlon Williams
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Written by Kelly Gordon,
Dean Kay
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"Born Fe Rebel"

Performed by Steel Pulse
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Published by Pulse Music

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Performed by The Stooges
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Ron Asheton, Scott Asheton)
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Written by The Suicide
Machines (ASCAP)
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www.sideonedummy.com

"Ego Trippin'"

Performed by The
Ultramagnetic MC's
Written by Keith Thornton,
Cedric Miller,
Maurice Smith,
Trevor Randolph
Courtesy of
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Performed by Ween
Courtesy of Sanctuary
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Browndog Music

"Los Angeles"

Performed by X
Written by John Doe and
Exene Cervenka
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Written by Donald Hales,
Jeffrey Matz,
Richard Yalowitz
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Special Thanks to
Richard Fortus

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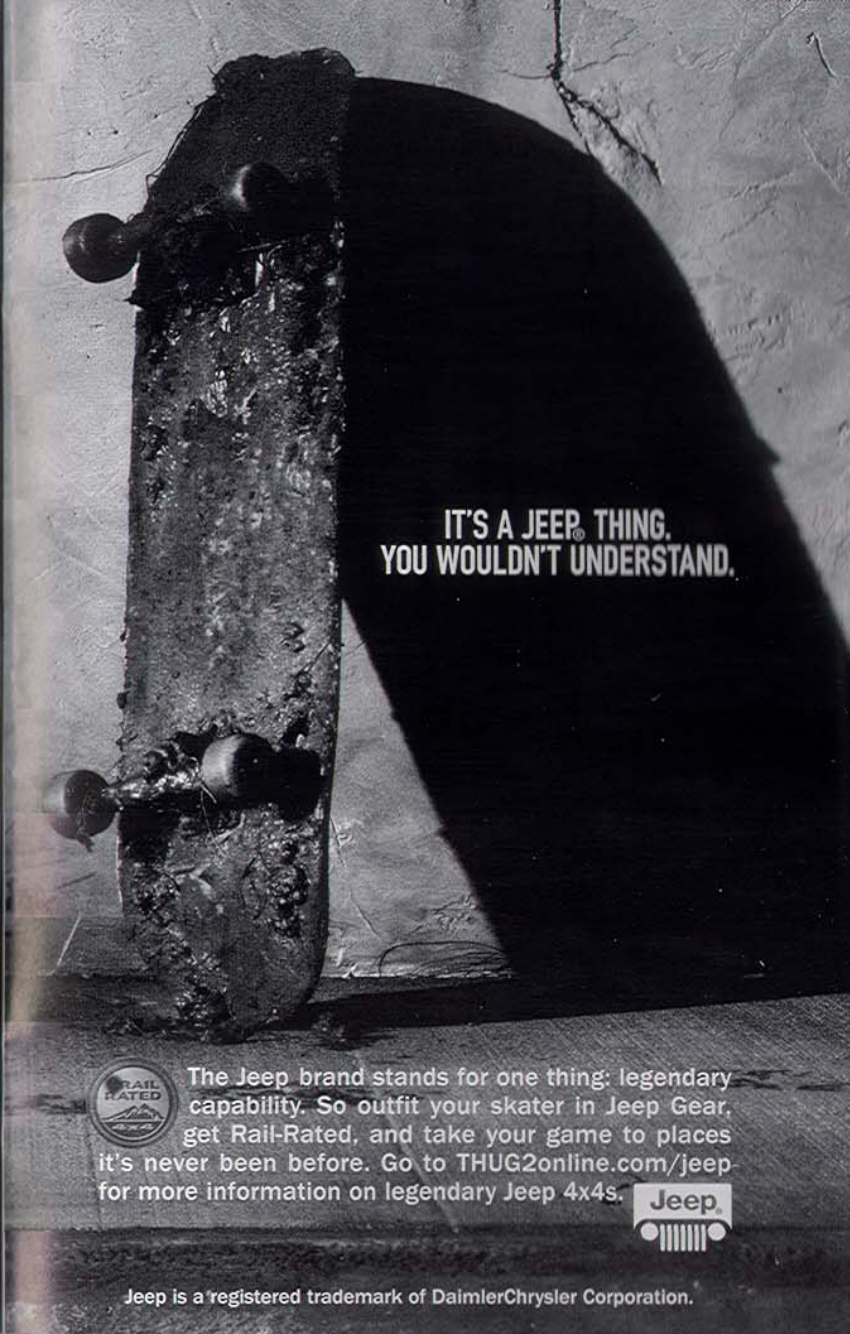
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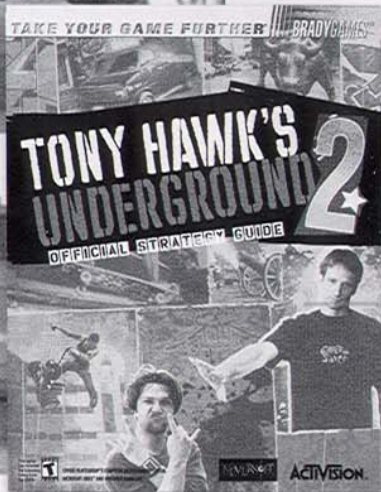
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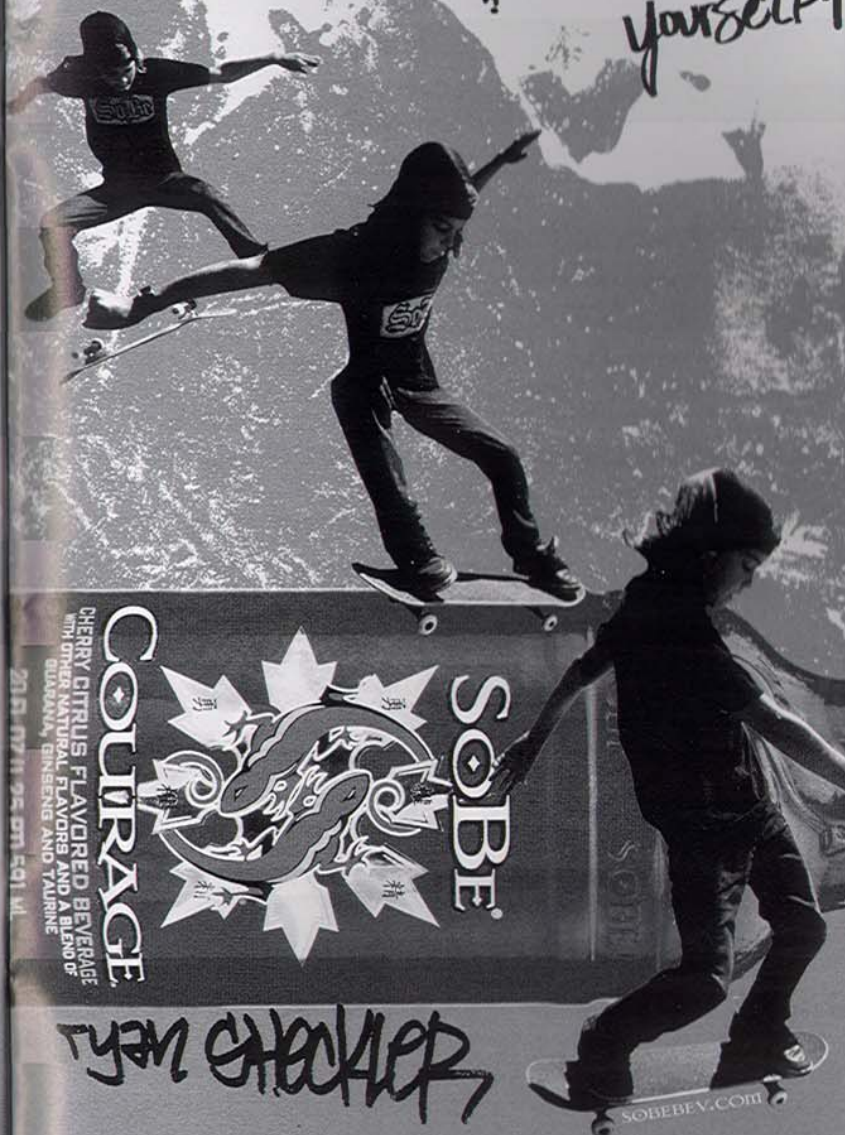


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